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1. **Influence of lipid shell physicochemical properties on ultrasound-induce destruction**
Borden, M.A.; Kruse, D.E.; Caskey, C.F.; Shukui Zhao; Dayton, P.A.; Ferrara, I
Ultrasonics, Ferroelectrics and Frequency Control, IEEE Transactions on
Volume 52, Issue 11, Nov. 2005 Page(s):1992 - 2002
Digital Object Identifier 10.1109/TUFFC.2005.1561668
AbstractPlus | Full Text: PDF(575 KB) **IEEE JNL**
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2. **High-speed observations of arc modes and material erosion on RMF- and electrodes**
Gentsch, D.; Shang, W.;
Plasma Science, IEEE Transactions on
Volume 33, Issue 5, Part 1, Oct. 2005 Page(s):1605 - 1610
Digital Object Identifier 10.1109/TPS.2005.856514
AbstractPlus | Full Text: PDF(1008 KB) **IEEE JNL**
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3. **Realistic rendering and animation of knitwear**
Yanyun Chen; Lin, S.; Hua Zhong; Ying-Qing Xu; Baining Guo; Heung-Yeung
Visualization and Computer Graphics, IEEE Transactions on
Volume 9, Issue 1, Jan.-March 2003 Page(s):43 - 55
Digital Object Identifier 10.1109/TVCG.2003.1175096
AbstractPlus | References | Full Text: PDF(2689 KB) **IEEE JNL**
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4. **Rendering objects with small elements based on their micro and macro s**
Terasawa, M.; Kimura, F.;
Computer Graphics International, 1998. Proceedings
22-26 June 1998 Page(s):268 - 272
Digital Object Identifier 10.1109/CGI.1998.694277
AbstractPlus | Full Text: PDF(456 KB) **IEEE CNF**
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5. **Segmentation and object tracking for the microstructure analysis of soil**
Donohoe, G.W.; Boccabella, M.F.; Gill, J.J.;
Signals, Systems and Computers, 1991. 1991 Conference Record of the Twen Conference on

Term used **hersch** Found **56** of **171,143**

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Relevance scale

1 Constraint-based approach for automatic hinting of digital typefaces

Ariel Shamir
April 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 2
Publisher: ACM Press
Full text available: pdf(384.75 KB) Additional Information: full citation, abstract, references, index terms

The rasterization process of characters from digital outline fonts to bitmaps on displays must include additional information in the form of *hints* beside the shape of characters in order to produce high quality bitmaps. Hints describe constraints on sizes and shapes inside characters and across the font that should be preserved during rasterization. We describe a novel, fast and fully automatic method for adding those *hints* to characters. The method is based on identifying hinting ...

Keywords: Digital typography, fonts, geometric constraints, hinting

2 Model-based matching and hinting of fonts

Roger D. Hersch, Claude Betrisey
July 1991 **ACM SIGGRAPH Computer Graphics , Proceedings of the 18th annual conference on Computer graphics and interactive techniques SIGGRAPH '91**, Volume 25 Issue 4
Publisher: ACM Press
Full text available: pdf(839.96 KB) Additional Information: full citation, abstract, references, citings, index terms

In today's digital computers, phototypesetters and printers, typographic fonts are mainly given by their outline descriptions. Outline descriptions alone do not provide any information about character parts like stems serifs, shoulders, and bowls. But, in order to produce the best looking characters at a given size on a specific printer, non-linear operations must be applied to parts of the character shape. At low-resolution, grid-fitting of character outlines is required for generating nice and ...

Keywords: digital typography, grid-fitting automatic hinting, outline fonts, shape matching, topological model

3 Computer-aided parallelization of continuous media applications: the 4D beating heart slice server

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1 Image-based editing and image-based animation: Isoluminant color picking for non-photorealistic rendering

Trân-Quân Luong, Ankush Seth, Allison Klein, Jason Lawrence

May 2005 **Proceedings of the 2005 conference on Graphics interface GI '05**

Publisher: Canadian Human-Computer Communications Society

Full text available: pdf(954.45 KB) Additional Information: full citation, abstract, references

The physiology of human visual perception helps explain different uses for color and luminance in visual arts. When visual fields are isoluminant, they look the same to our luminance processing pathway, while potentially looking quite different to the color processing path. This creates a perceptual tension exploited by skilled artists. In this paper, we show how reproducing a target color using a set of isoluminant yet distinct colors can both improve existing NPR image filters and help create ...

Keywords: artistic dithering, color halftoning, nonphotorealistic rendering

2 The motion dynamics of snakes and worms

Gavin S. P. Miller

June 1988 **ACM SIGGRAPH Computer Graphics , Proceedings of the 15th annual conference on Computer graphics and interactive techniques SIGGRAPH '88**, Volume 22 Issue 4

Publisher: ACM Press

Full text available: pdf(6.78 MB) Additional Information: full citation, abstract, references, citings, index terms

Legless figures such as snakes and worms are modelled as mass-spring systems. Muscle contractions are simulated by animating the spring tensions. Directional friction due to the surface structure is included in the dynamic model and legless figure locomotion results. Various modes of locomotion are described.

Keywords: animation, deformation, dynamics, elasticity, locomotion, modeling, rendering, simulation, texture

Results 1 - 2 of 2